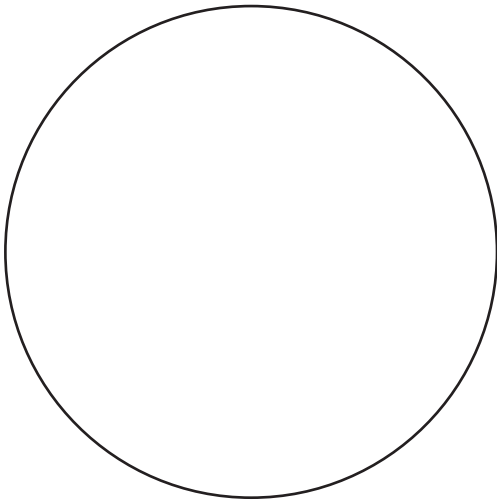


*Arith*



*Abilities*

*Hit Points*

*Max*

*Current*

*Hit Die*

*Dice Roller*